

What is claimed is:

1. A method of playing a gaming device, comprising the steps of:
initiating a variable period of play for a game operating on the gaming device;
displaying a plurality of parameters related to said game;
interacting with a player of said game through data selectively entered by the
5 player;
providing a storage means that is adapted to store information related to said
game;
displaying at predetermined times at least one game-terminating symbol;
determining an outcome of said game based on information stored in said storage
10 means of said gaming device;
displaying game results periodically; and
ending said variable period of play when a predetermined number of game-
terminating symbols occur.
2. The method of Claim 1, wherein the occurrence of said game-terminating
symbol is random.
3. The method of Claim 1, wherein the occurrence of said game-terminating
symbol is related to said data selectively entered by the player and said information
stored in said storage means.

4. The method of Claim 1, further comprising the step of displaying at predetermined times at least one game-extension symbol that extends said variable period of play by counteracting at least one of said game-terminating symbols when said game-extension symbol occurs.

5. The method of Claim 4, wherein said game-terminating symbol is a depiction of an explosive device, and said game-extension symbol is a depiction of a ship, wherein the occurrence of said depiction of a ship counteracts at least one of said depiction of an explosive device.

6. The method of Claim 1, wherein said game-terminating symbol is in the form of a strike as used in a baseball game, and wherein when a predetermined number of said strikes occurs, said variable period of play ends.

7. The method of Claim 1, further comprising the step of displaying a simulation related to said game.

8. The method of Claim 7, wherein said game-terminating symbol relates to a sport and said simulation relates to said sport.

9. The method of Claim 1, further comprising the step of displaying at predetermined times at least one game-extension symbol which extends said variable period of play by counteracting at least one of said game-terminating symbols when said

game-extending symbol occurs, and wherein said game-terminating and game-extension
5 symbols relate to the sport of American football, and wherein said game-terminating and
game-extension symbols are a depiction selected from the group comprising at least one
of a yard number, a number of downs, a touchdown, a fumble, a pass, a hand-off, a punt,
a field goal, a run, a block, a kick, and a penalty.

10. The method of Claim 7, wherein said simulation is dictated by the
depiction of said game-terminating and game-extension symbols.

11. A method of playing a gaming device, comprising the steps of:
initiating a session period of play for a game operating on the gaming device;
displaying a plurality of parameters related to said game;
interacting with a player of said game from data selectively entered by the player;
5 providing a minimum number of game winning opportunities within said session;
providing an information storage means;
determining an outcome of said predetermined game based on information stored
in said information storage means of said gaming device;
displaying game results periodically; and
10 ending said session period of play when said minimum number of game winning
opportunities expire.

12. The method of Claim 11, further comprising the step of providing at least
one game extension symbol that increases said minimum number of game winning
opportunities.

13. The method of Claim 12, wherein an appearance of said at least one game
extension symbol is random.

14. The method of Claim 12, wherein an appearance of said at least one game
extension symbol is dictated by said data selectively entered by the player.

15. The method of playing a gaming machine of Claim 11, wherein said predetermined game is a slot machine game, and wherein said minimum number of game winning opportunities is a minimum number of reel spins granted when said session period of play is initiated.

16. A method of playing a gaming device, comprising the steps of:

initiating a session period of play, wherein a player is granted a predetermined number of game plays for a first game operating on the gaming device;

displaying a plurality of parameters related to said first game;

5 interacting with the player to initiate one of said predetermined number of game plays;

displaying at least one special symbol during said game plays that are used in a secondary game;

determining an outcome of said first game play;

10 displaying game results periodically;

ending said session period of play when said predetermined number of game plays expire;

initiating said secondary game, wherein said at least one special symbol dictates an aspect of said secondary game.

17. The method of Claim 16, wherein said special symbol is a depiction of an arrow, a shovel, or an explosive device.

18. The method of Claim 16, wherein said at least one special symbol is displayed randomly.

19. The method of Claim 16, wherein said at least one special symbol is displayed based upon said outcome of said game play.

20. The method of Claim 16, wherein said second game includes a mining theme, and wherein said special symbols are depictions of mining tools that allow the player to navigate below a depiction of the surface of the earth to reach prizes.

21. The method of Claim 16, wherein said second game is the same game type as said first game, such that said at least one special symbol has the effect of granting additional number of said game plays.

22. A method of playing a gaming device, comprising the steps of:

initiating a session period of play wherein a player is granted a predetermined number of game plays for a game operating on the gaming device;

displaying a plurality of parameters related to said game;

5 interacting with the player to initiate one of said predetermined number of game plays;

determining an outcome of said game play;

classifying said outcome as a win or a loss;

removing one of said predetermined number of game plays if said outcome is a

10 loss;

providing a pay table, which along with the player's wager, dictates the possible reward for said outcome of a win;

rewarding the player said possible reward if said outcome is a win, while maintaining said predetermine number of game plays;

15 removing one of said at least one predetermined number of game plays if said outcome is a loss;

displaying game results periodically;

ending play when said predetermined number of game plays are exhausted or when said session period expires.

23. The method of Claim 22, further comprising the step of altering said pay table between said predetermined number of game plays.

24. The method of playing a gaming machine of Claim 23, wherein the amounts on said pay table are selectively increased upon said outcome of a win, and wherein the amounts on said pay table are decreased upon said outcome of a loss.

25. A method of playing a gaming machine of Claim 23, wherein said pay table is altered randomly.

26. The method of Claim 23, wherein said pay table is affected by an event within the game.

27. The method of Claim 26, wherein said event within the game includes at least one of a player interaction, an addition of money or credit, an attainment of predetermined game symbols, and an attainment of a predetermined game outcome.